

Claim 1 (currently amended): A gaming device comprising:

a display device;

at least one input device;

at least one processor; and

at least one memory device which stores:

(a) data corresponding to a primary game

~~including a plurality of reels, the primary game~~ operable for one or more plays based upon placement of a wager which corresponds to one of: (1) a first wager level; and (2) a second wager level which is greater than the first wager level;

(b) data corresponding to a plurality of

~~different game display interfaces available for a single one of the plays based upon the placed~~  
~~wager for said single play of in the primary game and operable to be displayed by the display~~  
~~device to represent said primary game to the player, the game display interfaces including a~~  
~~first game display interface and a different, second game display interface, wherein each of the~~  
~~first and second interfaces includes a plurality of reels and a plurality of different symbols-~~  
~~displayed on the reels, wherein each one of a plurality of the different symbols in each of the~~  
~~first interface has a corresponding and second interfaces are associated with an identical-~~  
~~winning condition in the primary game with respect to corresponding symbols in another one-~~  
~~symbol in of the first and second interface interfaces, and wherein each of a plurality of the~~  
~~corresponding symbols of in the first and second interfaces are visually different from one~~  
~~another and are associated with an identical winning condition, the identical winning conditions~~  
~~of the~~ first and second game display interfaces being associated with a same payout rate per  
wager unit; and-

(c) a plurality of instructions, which when executed by the at least one processor, cause the at least one processor to operate with the display device and the at least one input device

~~for the single play of the primary game, to:~~

(1) receive an input associated with the placed wager,

(2) determine whether the placed wager corresponds to one of the first wager level and the second wager level;

(3) display the first game display interface if the placed wager

corresponds to the first wager level;

(4) display the second game display interface if the placed wager corresponds to the second wager level;

~~(5) randomly determine an outcome, the outcome including a plurality of the symbols of the displayed interface regardless of whether the first or second game display interface is displayed and without any player selection of any of the symbols;~~

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~~65) operate the single play of the game, the operation of the single play involving at least one spin of cause the at least one display device to display a plurality of the reels which display the randomly determined outcome;~~

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~~76) implement the same payout rate per wager unit independent of whether the first or second game display interface is displayed; and~~

~~(7) determine an outcome of the single play;~~

~~(8) indicate the determined outcome; and~~

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~~89) provide any award associated with the randomly determined outcome, the award being based in part on the placed wager.~~